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1914
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CHECKERS

WORLD'S CHAMPIONSHIP MATCH GAMES

ALFRED JORDAN

VS.

M. E. POMEROY

1914

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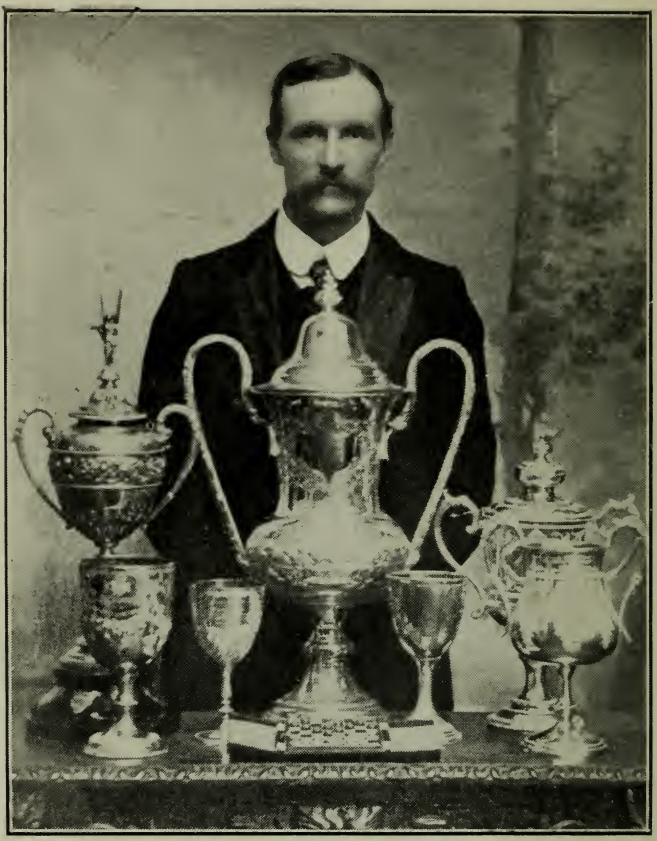

Alfred Jordan

H. E. Pomeroy

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By
M. E. POMEROY

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PREFACE

Science, invention and discovery have made wonderful progress during the last century, nor is our great scientific game of checkers an exception to the rule.

One hundred years ago there were only a very few books devoted to records, research and analysis of checkers, and expert players were scarce; while now there are scores of different books of a high order published in the interest of the game, checker magazines and numerous newspaper checker columns; votaries of the game number legion, and experts are numerous. Both the literature of the game and the players have advanced to a high degree of development.

All world's championship matches mark epochs in the history of the game. Their records furnish a basis for a comparison of progress. Few regions of activity are so favored as the realm of checkers, in that the origin and issues of a great struggle can be set forth completely and in detail. The aims of the combatants, the stratagems and counter-stratagems devised to accomplish or to defeat those aims, the unbroken sequence of cause and effect, are so clear in the records that the reader is at little or no disadvantage as compared with the spectator.

It is not the author's province to offer an opinion on the merits of the play herein contained. That final verdict is to be given by the great jury of experts throughout the world, whose decision cannot be rendered until they have carefully reviewed the evidence. I may, however, state that all conditions were highly favorable for each contestant to exhibit his greatest skill. Each player had diligently prepared for the match, and was in good form. The match was played in the commodious quarters of the Binghamton Chamber of Commerce, and every detail was arranged for the comfort and convenience of the contestants. Dr. E. L. Bennett, President of the Binghamton Checker Club, was chosen referee; Mr. Jordan chose C. H. Leggett, of Saratoga, N. Y., to act as his timekeeper, while the author selected C. W. Yeomans, Secretary of the Binghamton Checker Club, to act in a similar capacity for him.

The period of play each day was short, occasioned by the author's business interests, which required some of his attention during the match. The match commenced September 3, 1914, and closed September 19, 1914.

In presenting this volume to the vast number of admirers of our game, I wish to dedicate it to the great army of loyal supporters who have done much to advance the most scientific of all games—checkers.

Fraternally,

M. E. POMEROY.

Binghamton, N. Y., Nov. 19, 1914.

ALFRED JORDAN

Alfred Jordan was born in London, November 7, 1870. He won the championship of London in 1889, and held it almost uninterruptedly thereafter.

He won the championship of England many times.

One of his greatest feats was his victory over James Ferrie, ex-champion of the world, in the final round of the Scottish tournament of 1912, the score being:—Jordan 1, Ferrie 0, drawn 11.

Mr. Jordan has toured the world, giving exhibitions of his skill and meeting all comers. His total score in England, Scotland, Australia, New Zealand, Canada, United States and on the high seas, from April 15, 1910, to July 27, 1913, was:—Jordan 11,671, all others 90, drawn 3,982. The list including J. A. Boreham, who was champion of Australia, whom he decisively defeated in a match; N. W. Banks, of Detroit, Mich., whom he defeated in a match 4 to 1 and 13 drawn, and numerous other experts.

He has contested the largest number of simultaneous games of which there is record—61; winning 34, losing 2, drawn 25; played in London in 1912.

Mr. Jordan has played every player of note in the world, and has won many valuable prizes.

M. E. POMEROY

M. Earl Pomeroy was born in the town of Sidney, Delaware county, New York, October 5, 1867.

He evinced a marked aptitude for the game at an early age and was early recognized as a proficient and skilful exponent of scientific checkers.

He won the world's correspondence tourney without losing a game, his score being:—Pomeroy 7, all others 0, drawn 47.

He resided in Philadelphia ten years—1893–1903. He won the Philadelphia championship tournament, losing only one game, which he lost to M. C. Priest, ex-champion of America, in the final round, their score being:—Priest, 1, Pomeroy 4, drawn 13.

His victories over the late H. N. Pillsbury, distinguished checkerist and American chess champion, and G. H. Kearns, were decisive, and the games of those contests were considered very meritorious.

He has won numerous matches and tournaments, winning several beautiful and valuable prize medals and cups.

He has played 22 experts, unrestricted, in matches and tournaments, and has never lost a contest; his total score in the same being:—Pomeroy 108, all others 4, drawn 256.

He contested an exhibition match of ten games with Alfred Jordan, in February, 1913. All the games were drawn.

He won the championship of the world from Alfred Jordan in a match played under the auspices of the Binghamton Chamber of Commerce, August 28–September 25, 1913, the score being:—Jordan 1, Pomeroy 2, drawn 47. The victor scored the 50th game.

His feat of preventing Mr. Jordan from scoring in the match herein recorded establishes a new world's record. Never before has the loser in a world's championship match failed to score.

ARTICLES OF AGREEMENT

Between Alfred Jordan, of London, England, and M. E. Pomeroy, of Binghamton, N. Y., U. S. A., to play a match at checkers under the following conditions:—

1st. The match to be for the Championship of the World, unrestricted style of play, fifty games.

2nd. The match to be played at Binghamton, N. Y., under the joint auspices of the Binghamton Chamber of Commerce and the Binghamton Checker Club, said organizations agreeing to contribute a prize of one hundred dollars to the winner.

3rd. The match to commence September 3, 1914, at 2 p. m., continuing Tuesday, Thursday and Saturday at 2 p. m., no game to commence later than 5 p. m., and on Monday, Wednesday and Friday at 7 p. m., no game to commence later than 9 p. m.

4th. The standard laws of the game according to Lees' Guide to govern the match.

5th. The games to be the property of the winner.

6th. The referee to be mutually agreed upon and timekeepers chosen before the commencement of the match.

Dated August 3, 1914.

(Signed) ALFRED JORDAN,

(Signed) M. E. POMEROY.

Witness, C. W. YEOMANS.

ADMIT ONE

World's Championship Checker Match

Given Under the Auspices of the

Binghamton Chamber of Commerce and the Binghamton Checker Club

BETWEEN

ALFRED JORDAN, of London, England

Ex-Champion Checker Player of the World

AND

M. E. POMEROY, of Binghamton, N. Y., U. S. A.

Champion Checker Player of the World

FIFTY GAMES, UNRESTRICTED

For the Championship of the World and a Prize of $100

To be held in the Binghamton Chamber of Commerce Rooms, Press Building, Binghamton, N. Y., commencing September 3rd, 1914; Tuesday, Thursday and Saturday afternoons at 2 o'clock; Monday, Wednesday and Friday evenings at 7 o'clock.

SEASON TICKET ONE DOLLAR

SUMMARY OF THE OPENINGS AND RESULTS

(Mr. Jordan moved first in the even numbered games)

1.	Fife	Drawn
2.	Alma	Drawn
3.	Glasgow	Drawn
4.	Fife	Drawn
5.	Laird and Lady	Drawn
6.	Alma	Drawn
7.	Fife	Drawn
8.	Fife	Drawn
9.	Single Corner	Pomeroy won
10.	Will-o'-the-Wisp	Drawn
11.	Second Double Corner	Drawn
12.	Kelso	Drawn
13.	Second Double Corner	Drawn
14.	Bristol-Cross	Drawn
15.	Switcher	Drawn
16.	Glasgow	Drawn
17.	Switcher	Drawn
18.	Bristol-Cross	Drawn
19.	Glasgow	Drawn
20.	Laird and Lady	Drawn
21.	Fife	Drawn
22.	Bristol-Cross	Drawn
23.	Dyke	Drawn
24.	Bristol	Pomeroy won
25.	Switcher	Drawn
26.	Double Corner	Drawn
27.	Defiance	Drawn
28.	Old Fourteenth	Drawn
29.	Glasgow	Drawn
30.	Kelso	Drawn
31.	Laird and Lady	Drawn
32.	Bristol	Drawn
33.	Second Double Corner	Drawn
34.	Fife	Drawn
35.	Switcher	Drawn

36. Will-o'-the-Wisp ..... Drawn
37. Glasgow ..... Drawn
38. Centre ..... Drawn
39. Second Double Corner ..... Pomeroy won
40. Double Corner ..... Drawn
41. Ayrshire Lassie ..... Drawn
42. Dundee ..... Drawn
43. Glasgow ..... Drawn
44. Glasgow ..... Drawn
45. Single Corner ..... Drawn
46. Fife ..... Drawn
47. Glasgow ..... Drawn
48. Fife ..... Drawn

TOTAL SCORE:—

Jordan 0, Pomeroy 3, Drawn 45

GAMES

Game No. 1—FIFE

Black, POMEROY			White, JORDAN		
11–15	13–22	5–14	17–22	10–17	23–16
23 19	25 9	30 25(b-c	15 8	23 18	32 28
9–14	6–13	7–10	4–11	7–10	17–22
22 17	29 25	25 22	27 24	27 24	3 8
5– 9(a	8–11	3– 7	22–25	25–30	16–19
26 23	25 22	22 18(d	24 19	18 14(f	8 15
9–13	1– 5	14–17	7–10	30–26	19–10
24 20	22 18	21 14	31 27	14 7	20 16
15–24	10–14	10–17	2– 7	26–23	12–19
28 19	18 9	19 15(e	18 14	7 3	24 6
					Drawn

(a) Had James Wyllie, the wonderful Scottish genius, who held the championship of the world many years, done nothing for the game except to introduce this opening, which he did in his match with Andrew Anderson, in 1847, he would have left the game a valuable legacy and perpetuated his memory among checker players in coming generations. It is one of the greatest openings and one of the favorites with all masters of the game.

(b) 23 18 effects a clearance and simplifies the draw:—

23 18	18 11	26 19	26 23	19 15	15 11
14–23	7–23	8–11	11–16	16–19	19–23
27 18	31 26	30 26	20 11	23 16	32 28
11–15	4– 8	3– 7	7–16	12–19	Drawn

(c) 31 26 leads to a critical end-game for White:—

31 26	12–19	32 28	14–18	11 7	13–17
3– 8	23 16	8–12	20 16	26–30	19 15
19 16	7–10	30 26	10–14	7 2	18–11
12–19	16 7	11–15	16 11	30–25	9 18
23 16	2–11	23 19	18–23	2 6	Drawn
8–12	26 23	15–24	26 22	25–18	
27 23	4– 8	28 19	23–26	6 9	
(d)					
27 24	21 14	31 22	23 18	32 28	Black
14–17	10–26	2– 6	6– 9	4– 8	wins

(e) Mr. Jordan develops this line very nicely.

(f) Very skilful.

Game No. 2—ALMA

Black, Jordan			White, Pomeroy		
11–15	12–19	10–19	18–27	5–14	26–22
23 19	23 7	27 24	3 7	17 10	17 13
8–11	2–11	20–27	27–31	19–12	22–18
22 17	26 23	32 16	24 19	13 9	11 7
3– 8(a	8–12(d	18–23	31–26	12– 8	1– 5
25 22	23 19	16 12	19 16	9 6	7 11(g
11–16	4– 8	8–11	14–18(e	22–26	18–22
27 23(b	17 13	12 8	21 17	6 2	10 6
7–11	15–18	11–15	26–23	26–31	5– 9
31 27(c	22 15	28 24	25 21	2 7	6 1
9–14	11–18	15–18	18–22	31–26	9–14
29 25	19 16	8 3	7 2(f	21 17	Drawn
16–20	12–19	23–26	23–19	8– 3	
19 16	24 15	30 23	2 9	7 11	

(a) Mr. Jordan's favorite opening.

(b) 26 23 is of equal strength.

(c) 24 20 is an interesting and popular line:—

24 20	6–24	25 22	8–11	23 19	13–22
15–24	22 18	2– 7	2 9	25–29	32 28
28 19	1– 6	18 15	5–14	19 10	Drawn
10–14	29 25	11–25	26 22	29–25	
17 10	9–13	20 2	11–15	22 17	

(d) 5–9, 23 19 gives Black a weak line.

(e) In the last game of the match between Alfred Jordan and Newell W. Banks, played at Cedar Point, Ohio, in 1911, this position was reached, Mr. Jordan here varied and the game was concluded thus:—

26–30	23–27	18–15	7– 2	31–27	19–15
7 11	3 7	2 9	14 17	18 15	17 14
30–26	26–23	15– 8	5–14	27–24	2– 6
16 12	25 22	9 14	17 10	15 18	14 10
14–18	27–31	8–11	2– 6	24–19	6– 1
12 8	22 17	13 9(i	10 14	21 17	10 7
18–23	23–18	11– 7	1– 5	6– 2	5– 9
8 3	7 2(h	17 13	14 18	18 22	Jordan won

(f) Critical for White, but it forces the draw.

(g)

7 2 18–14 2 7(j Drawn

(h) 7 3 is correct play.

(i) Mr. Jordan here gives 14 18 for a very critical draw for White, correcting the British Draughts Player and Richmond's Alma:—

14 18	6–10	25 22	31–27	14 10	16–11
11– 7	23 18	6– 1	17 14	6– 1	7 3
18 23	31–26	22 25	10–17	15 18	11–15
1– 6	18 22	30–26	21 14	24–20	13 9
23 18	26–30	25 22	1– 6	18 14	Drawn
7– 2	22 25	26–31	18 15	20–16	
18 23	2– 6	22 18	27–24	10 7	
(j)					
10 6	14– 9	6 1	3– 8	13 6	8–11 Black wins

——o——

Game No. 3—GLASGOW

Black, Pomeroy			White, Jordan		
11–15	3– 7	9–18	19–26	9–14	22–26
23 19	28 24(b	22 15	30 23	18 9	19 15
8–11	7–16	10–19	8–11(f	5–14	12–16
22 17	24 20	32 28	28 19	31 27(g	15 8
11–16(a	16–19	6–10	9–13	13–17	16–19
24 20	25 22	25 22	18 9	27 23	Drawn
16–23	4– 8	5– 9	1– 5	17–22	
27 11	29 25	22 18	9 6	21 17	
7–16	19–24(c	10–14(e	2– 9	14–21	
20 11	17 14(d	26 23	23 18	23 18	

(a) An opening of great merit, and very popular with the leading experts. It is generally understood that the celebrated Andrew Anderson, distinguished author, and champion of the world nearly one hundred years ago, conferred the name on this opening in compliment to the players of Glasgow, with whom it had long been a favorite.

(b) Best, and by far the most popular. 25 22, 7–16, 22 18 is next in order, while 11 8 is weak:—

11 8	5– 9	22 17	7–11	23 19	9–14
4–11	17 13	9–14	32 28(h	16–32	25 22
28 24	14–18	31 27	11–16	24 19	32–27
11–15	29 25	16–20	28 24	15–24	1 6
24 20	12–16	26 23	1– 5	22 15	Drawn
9–14	20 11	2– 7	26 22	10–19	
25 22	7–16	30 26	5– 9	17 1	

(c) One of the author's early favorites.

(d) 17 13, 9–14 also leads to very interesting play.

(e) This and 9–14 are the best moves. 8–11 is weak, though given in Lees' Guide Glasgow trunk:—

8–11	28 10	12–16	25 21	10–15	7 3
21 17(i	2– 6	13 6	19–23	14 10	11–16
10–15(j-k	31 22	1–10	21 17	23–26	20 11
26 23	6–15	30 25	15–19	10 7	30–25
19–26(l	17 13	16–19	18 14	26–30	Drawn

(f) In the second game of the match between M. C. Priest and George Dick, for the American championship, played at Philadelphia, in 1883, the former here played 24–27, 31 24, 8–11, then the latter, instead of playing 23 19, played 24 19 and lost by 9–13, 18 9, 1–5.

(g) Beware of 31 26, which loses by 14–18, 19 15, 18–22.

(h)

26 22	20–24	27 20	18–27	32 23	1– 5
					Black wins

(i) Very strong, and a distinct improvement on Lees' Guide, where 26 23 is given and Black has no difficulties.

(j) 2–7 and 1–5 lose by 17 14.

(k)

19–23	2– 6	24–28	9–14	28–32(n	11–15
28 19	26 19	17 14	18 9	7 3	8 11
10–15	6–24(m	1– 5	5–14	32–28	14–18
19 10	30 26	14 10	10 7	3 8	Drawn

(l)

15–22	2–11	1– 6	9–18	White
23 7	28 19	17 14	19 15	wins

(m)

6–22	17 14	9–18	19 15	White wins	

(n) 14–17 nearly loses, the draw for Black being very critical. However, a knowledge of the position is an asset to a checker player:—

14–17	19–24	25–22	18–22	32–28	23–27
7 3	26 22	10 7	19 23	23 26	24 20
17–21	21–25	28–32	28–32	22–18	27–24
3 8	22 18	7 3	7 10	20 16(o	Drawn
11–15	25–30	32–28	32–28	24–27	
8 11	18 14	15 19	10 15	31 24	
15–19	30–25	22–18	28–32	19–23	
11 15	14 10	3 7	15 19	26 22	

(o)

26 30	22–17(p	26 22	32–28	18 15	22–25
18–22	30 26	28–32	22 18	25–22	16 11
19 23	17–21	23 19	21–25	20 16	12–16
					Drawn

(p)

28–32	22–17	12–19	32–27	27–23	White
30 26	20 16	23 16	26 30	31 26	wins

Game No. 4—FIFE

Black, JORDAN			White, POMEROY		
11–15	25 9	16–19	32 27	5– 9(f	14 9
23 19	6–13	21 17	19–23	14 5	32–28
9–14	29 25	4– 8	27 24	7–10	10 7
22 17	8–11	17 14	23–27	5 1	8–12
5– 9	23 18(c	3– 7	24 19	10–26	7 16
26 23(a	10–15	30 26(d	27–32	1 10	12–19
9–13	19 10	1– 5	19 15(e	26–31	Drawn
24 20(b	7–23	22 17	32–28	17 13	
15–24	27 18	13–22	31 26	31–27	
28 19	12–16	26 17	28–24	18 14	
13–22	25 22	2– 6	26 23	27–32	

(a) The author played 17 13 against Mr. Jordan in their 1913 match. It is much different, but of equal strength.

(b) More popular than 30 26.

(c) This move was introduced by Robert Martins, who was one of the greatest players of Great Britain. It gives much scope and produces a pleasing and interesting variety of variations. The opposing forces are evenly balanced. Mr. Jordan favors 25 22.

(d) A favorite move with the author, who considers it much superior to the popular 31 26.

(e) 31 27 would have drawn at once, but it was desired to prolong the battle:—

31 27	18 15	20 2	17 13
32–16	11–18	6– 9	Drawn

(f) Moves of this kind are easy for Mr. Jordan.

Game No. 5—LAIRD AND LADY

Black, POMEROY			White, JORDAN		
11–15	18–25	6–10	10–14	21–30	12–16
23 19	30 14	14 9	16 11	8 4	17 13
8–11	13–17(d	5–14	31–26	30–26	16–19
22 17	27 23	8 4	32 27	29 25	13 9
9–13(a	2– 6	14–18	14–17(e	26–23	10– 6
17 14	23 18	23 14	11 8	25 22	9 5
10–17	17–21	10–17	26–31	23–19	6– 1
21 14	26 23	4 8	27 24	22 17	2 7
15–18	11–16	17–22	31–27	19–15	19–23
19 15(b	28 24	24 20	24 20	4 8	7 10
4– 8	16–20	22–26	27–24	12–16	23–27
24 19	18 15	20 16	15 11	20 11	10 14
6–10(c	20–27	26–31	24–15	3–12	Drawn
15 6	31 24	8 11	11 18	11 7	
1–17	8–11	7–10	17–22	15–10	
25 22	15 8	11 15	18 25	7 2	

(a) This was the favorite opening of Andrew Anderson. It permits unusual scope for the formation of intricate combinations.

(b) Though this is the most popular and best analyzed move, yet it permits a prolonged delicate end-game.

(c) The favorite line with most players.

(d) This is an attacking move and it prevents a clearance end-game for White.

(e)

26–31	8 4	26–31	10 6	15–19	6 10
11 8	16–19	23 19	18–15	17 14	21–25
31–24	9 14	31–27	6 9	19–23	10 15
15 11	19–23	19 15	15–11	14 10	25–30
24–15	14 18	27–23	9 14	23–18	15 19
11 9	23–26	15 10	11–15	10 6	Drawn
12–16	18 23	23–18	14 17	18–22	

Game No. 6—ALMA

Black, Jordan			White, Pomeroy		
11–15	9–14	4– 8	5– 9	23–19	12–16
23 19	29 25	23 19	13 6	28 24(b	17 22
8–11	16–20	15–18	1–10	19–28	24–27
22 17	19 16	22 15	24 19	2 6	32 23
3– 8	12–19	11–18	15–31	28–24	19–17
25 22	23 7	30 26(a	22 6	6 10	21 14
11–16	2–11	10–15	31–26	24–19	Drawn
26 23	26 23	19 10	6 2	10 17	
7–11	8–12	6–15	26–23	20–24	
31 26	17 13	26 22	25 22	22 18	

(a) More modern than 19 16 and equally good.

(b) An important move and the key to this line.

——o——

Game No. 7—FIFE

Black, Pomeroy			White, Jordan		
11–15	15–24	4– 8(a	16–19	11–16	23–26
23 19	28 19	23 18(b	22 18	20 11	31 22
9–14	13–22	10–15	8–12	7–23	6–10
22 17	25 9	19 10	30 26	18 15	14 7
5– 9	6–13	7–23	3– 7	1– 6(e	2–25
26 23	29 25	27 18	14 9(c	9 5	Drawn
9–13	8–11	12–16	19–23(d	13–17	
24 20	25 22	18 14	26 19	21 14	

(a) Unusual.

(b) The proper reply.

(c) A splendid move. It was successfully introduced by A. Jordan against J. Wyllie. Mr. Jordan also defeated the distinguished George Buchanan, of Scotland, with this line.

(d)					
1– 5	9–18	7–10	14–18	23–26	5– 9
9 6	26 23	8 3	7 10	14 18	22 18
2– 9	18–27	10–14(f	18–23	26–31	White
18 14	31 8	3 7	10 14	18 22	wins
(e)					
2– 7	15 11	10–14	3 7	White	Jordan
9 5	7–10	8 3	18–22	wins	beat
12–16	11 8	14–18	7 11		Wyllie
(f)					
5– 9	3 7	9–14	32 27	10–15	7 11
					White
					wins

——o——

Game No. 8—FIFE

Black, JORDAN			White, POMEROY		
11–15	15–24	10–15	4– 8	2– 6	1– 5
23 19	28 19	19 10	17 14	32 27	20 16
9–14	13–22	7–23	3– 7	19–23	11–20
22 17	25 9	27 18	30 26	27 24	18 15
5– 9	6–13	12–16	8–12(a	6–10	12–16
26 23	29 25	25 22	22 17	24 19	15 6
9–13	8–11	16–19	13–22	23–26	16–23
24 20	23 18	21 17	26 17	31 22	Drawn

(a) Varies from the 4th game, and it is another neat and interesting variation.

Game No. 9—SINGLE CORNER

Black, POMEROY			White, JORDAN		
11–15	25 22	20–27	22 18(i-j	23–27	6 9
22 18(a	8–11	31 24	12–16(k	24 20	19–15
15–22	19 15	9–13	2 6(l	22–26	20 16
25 18	4– 8(g	18 2	16–19	9 6(m	15– 6
12–16(b	22 17(h	11–27	6 9	26–23	9 2
29 25(c	13–22	19 15	27–23	6 9	23–19
9–13(d	26 10	10–19	18 14	27–31	16 12
24 19(e	7–14	24 15	23–26	9 6	19–16
16–20	30 26	27–31	9 5	31–26	14 10
28 24	2– 7	26 22	26–22	6 9	16–11
5– 9(f	24 19	31–27	5 9	23–19	Pomeroy
32 28	7–10	15 10	19–23	9 6	won
10–14	27 24	8–12	28 24	26–23	

(a) Early historians of the game assert that this is the oldest opening known to the game of checkers. It is also generally recognized as ever having been the most popular formation with all grades of players. Good authorities tell us that about 20,000 variations are published on the Single Corner; yet original variations of merit are frequently introduced. It is productive of some of the most brilliant and intricate combinations, some of the most masterly strategical developments, and some of the most exquisite endgames, known to the most scientific of all games—checkers.

(b) Attacking and leading to much scope.

(c) This engages a bigger battle than 18 14.

(d) The famous "Flora Temple" branch of the Single Corner. The author considers it the strongest line for Black.

(e) Maintaining the big battle. 18 14 is no better, and tends to being solely defensive.

(f) This move has hitherto received but scant attention; 8–11, 19 16 being the popular line, with 8–12 as an alternative. 5–9 is equally good, and its strategical development is an important feature.

(g) This move is published as a loss in Ketchum's Single Corner book, where the same position is reached from a different order of moves. The move, however, is very strong for Black, leading to an almost irresistible attack.

(h) Mr. Jordan was called to time here, and played the correct move, thought it leads to a critical end-game for White. Ketchum's Single Corner book gives 24 19, 7–10, 27 24, 20–27, 31 24, and then 2–7 and 3–7 only are given, but 14–17 more than dispels the illusion of a White win. Mr. Jordan evidently foresaw this and the consequent entanglement.

(i) The losing move. The position is extremely critical for White, but a very narrow draw could have been secured thus:—

2 6	23–26	7 2	27–23	6 9	5–14
12–16	18 15	26–22	20 16	18–15	10 19
6 9	27–23	2 6	3– 8	7 2	Drawn
16–19(n	15 11	1– 5	10 7	15– 8	
9 14	26–31	28 24	8–12	21 17	
19–23	11 7	23–27	16 11	13–22	
22 18	31–26	24 20	22–18	14 10	
(j)					
2 7	16–20	7 2	20–24	2 7	23–19
12–16	11 7	23–19	10 7	19–23	Black
7 11	27–23	22 18(o	3–10	7 14	wins

(k) Only move to win. 27–23 would have permitted a draw as follows:—

27–23	2 11	10–14	10 6	16–20	15 19
2 7	1– 6	19 15	14–18	2 6	Drawn
23–14	28 24	13–17	11 15	20–24	
7 2	6–10	15 10	12–16	6 10	
14– 7	24 19	17–22	6 2	24–27	
(l)					
10 7	2 7	7 14	18 15	14 10	Black
3–10	16–20	27–23	1– 6	23 19	wins
(m)					
20 16	23–19	9 6	31–26	7 2	1– 5
26–23	11 7	27–31	2 7	23–18	Black
16 11	19–15	7 2	26–23	14 9	wins
(n)					
27–23	16–20	23–19(p	3–10	19–23	Drawn
9 14	21 17	10 7	14 7	17 14	

(o)

2 6	24–27	7 11	1–10	15 24	Black
20–24	2 7	31–27	11 15	10–15	wins
6 2	27–31	10 6	27–23		

(p)

23–26	26–30	30–25	25–21	Drawn
14 18	17 14	14 9	18 14	

——o——

Game No. 10—WILL-O'-THE-WISP

Black, JORDAN			White, POMEROY		
11–15	12–16	8–12(c	17–26	2–11	32–27
23 19	29 25	26 23	31 22	8 3	7 10
9–13(a	5– 9	3– 7	7–10	11–16	27–31
22 18	25 22	32 27(d	15 11	19 15	10 1
15–22	16–20	10–14(e	8–15	16–19	31–26
25 18	24 19	30 26	18 11	3 7	23 19
10–15(b	6–10	13–17	9–13	19–28	26–23
18 11	18 15	28 24	11 8	27 23	18 14
7–23	1– 6	4– 8	14–18(f	28–32	23–16
27 18	22 18	26 22	23 7	22 18	1 5
					Drawn

(a) This opening is not very frequently played.

(b) This line is seldom adopted in match play.

(c) 10–14, 28 24, White wins.

(d) 30 26 permits a neat and immediate draw:—

30 26	18 9	21 14	15 6	Drawn
9–14	13–17	6–13	2–27	

(e) Skilfully played. 4–8 is a natural move, but it loses:—

4– 8	7–10	2– 7	7–11	10–15	15–22
30 26	15 11	27 24	24 20	12 8	23 19
10–14	8–24	20–27	12–16	13–17	White
26 22	28 19	31 24	19 12	22 13	wins

(f) Forcing the draw.

Game No. 11—SECOND DOUBLE CORNER

Black, POMEROY			White, JORDAN		
11–15	4– 8(b	5–14	17–26	2– 9	31–26
24 19(a	17 13	30 26(d	31 22	27 23	19 15
15–24	8–11	11–15	3– 8	9–13	26–23
28 19	26 22	32 28	29 25	25 22	15 8
8–11	9–14	15–24	7–10	20–24	23–21
22 18	18 9	28 19	23 18(e	18 14	Drawn
11–16	5–14	14–17	8–11	24–27	
25 22	22 18	21 14	22 17	14 7	
16–20	1– 5(c	10–17	6– 9	27–31	
22 17	18 9	26 22	13 6	23 18	

(a) C. H. Freeman, who was one of America's greatest players, did much to make this opening popular. Robert Stewart's introduction of his now famous gambit has also made Second Double Corner history.

(b) 9–13, 17 14 leads to the Stewart gambit line—a critical and interesting variation.

(c) 14–17, 21 14, 10–17, 31 26, 12–16, drawn.

(d) In the last game of the match between the late H. N. Pillsbury, distinguished checkerist and American chess champion, and the author, played at Philadelphia, in 1899, the former here varied and the game concluded thus:—

29 25	14–17	23 18	11–16	27 23	20–27
11–15	21 14	7–10	14 9	3– 8	2 7
25 22(f	10–17	14 7	6–10	6 2	15–19
15–24	18 14	2–11	9 6	24–27	etc.
22 18	17–22	18 14	10–15	31 24	Pomeroy won

(e) Correct play.

(f) The losing move.

Game No. 12—KELSO

Black, JORDAN			White, POMEROY		
10–15(a	25 18	7–10	28 19	2–11	27 4
21 17(b	8–11	26 22	7–11	26 23	10–14
11–16	29 25(e	3– 7	30 26	11–15	4 8
17 13(c	9–14	22 17	4– 8	13 9	22–25
16–20(d	18 9	11–15	19 16	6–22	8 11
22 18	5–14	24 19	12–19	23 18	14–18
15–22	25 21	15–24	23 7	14–23	Drawn

(a) This opening has been much promoted by A. J. Heffner, of Boston, one of the great analysts and players, with whom it is a favorite.

(b) Opinions vary as to the best reply, but 21 17, 22 18 and 23 18 are the favorites, and in the order named, by most experts.

(c) 23 18 is very interesting and equally good.

(d) 16–19 is a sound, but a defensive variation.

(e) Preferable to the older 24 19.

Game No. 13—SECOND DOUBLE CORNER

Black, POMEROY			White, JORDAN		
11–15	5– 9	16–19	22–26	19–15	7–11
24 19	26 17	23 16	9 6	2 6(e	8 3
15–24	9–14	12–19	25–22	5– 9	11–15
28 19	17 10	22 17	6 2	6 13	3 8
8–11	7–14	14–18	26–31	15– 6	15–18
22 18	29 25	17 14	28 24	20 16	8 11
11–16	4– 8	18–23	31–27	18–14	18–23
25 22	25 22	26 22	24 20(c	13 17	11 16
10–14	8–11	23–26	27–23	14–18	23–26
22 17	31 26	22 18	2 6	17 13	16 19
9–13	2– 6	15–22	23–19	18–22	26–30
18 9	27 24(a	24 15	6 2	21 17	19 23
13–22	11–15	26–30	22–18	6–10	22–26
26 17	19 10	15 10	2 7(d	16 12	17 14
6–22	6–15	30–25	1– 5	3– 7	26–19
30 26	32 28(b	14 9	7 2	12 8	14 7
					Drawn

(a) Published as a loss in Barker's American Checker Player, though it does not lose, yet it is very weak. 22 18, 11–15, 18 11, 14–18, 23 14, 16–30, 21 17 is the standard draw.

(b) 22 17, 16–20, 17 10, 20–27, 23 19 leads to an easier draw.

(c) "Petterson's Drawbridge." An important position, a knowledge of which has saved many a player from defeat. The essential points are to retain the men on 20 and 21.

(d)

2 6	10 3	21 17(f	17 13	13 9	9 6
3– 7	1–10	18–15	15–11	19–15	10–14
					Black wins

(e)

10 6	5– 9	6 1	3– 7	Black wins	

(f)

3 8	14–17	20 16	6–10	8 4	19–15
10–14	21 14	9– 6	11 8	7– 3	Black
8 12	18– 9	16 11	10– 7	4 8	wins

Game No. 14—BRISTOL-CROSS

Black, Jordan			White, Pomeroy		
11–16	7–10	13–22	11–18	2– 7	11–16
23 18(a	30 26(b	18 9	23 7	27 23	18 15
16–20	11–16	6–13	3–10	7–11	14–18
24 19	26 22	25 18	25 22	31 27	23 5
10–14	9–13	4– 8(c	16–23	5– 9	16–32
26 23	18 9	29 25	27 18	28 24	Drawn
8–11	5–14	8–11	1– 5(d	10–14	
22 17	22 18	18 15	32 27	24 19	

(a) The Bristol-Cross formation is one of the most attacking and one of the best replies to 11–16.

(b)

28 24	13–22	32 28	8–11	22 18	30–25
4– 8	25 18	11–15	23 18	12–16	15 10
30 26	5–14	29 25	11–16	18 15	25–22
9–13	18 9	2– 7	18 2	10–19	31 26
18 9	6–13	25 22	16–30	24 15	Drawn

(c) This modern style of development was introduced by George Buchanan. It is a little superior to the old 2–6, 18 15, 3–8 line.

(d) In the 38th game of the world's championship match between Richard Jordan and Robert Stewart, played at Edinburgh, Scotland, in 1897, the latter here lost of 12–16.

Game No. 15—SWITCHER

Black, POMEROY			White, JORDAN		
11–15	13–22	15–22	1– 6	8–15	27–32
21 17(a	26 17	32 28	27 23	6 2	7 11
9–13	15–18(d	6–10(f	22–26	5– 9	14–18
25 21	24 20	24 19	31 22	17 13	5 1
8–11(b	2– 6(e	11–15	6– 9	9–14	18–25
17 14(c	29 25	23 18	15 6	2 7	30 21
10–17	18–22	15–24	9–27	15–19(i	19–23
21 14	25 18	28 19	15 15(h	13 9	11 27
6–10	10–15	3– 8(g	7–10	10–15	32–23
22 17	28 24	18 15	15 11	9 5	1 6
					Drawn

(a) Another famous opening introduced by James Wyllie. It is generally considered slightly weak. However, it is well analyzed, and frequently played.

(b) A little preferable to 5–9, though the latter is a good move.

(c) Best. 24 19, 15–24, 28 19, 5–9 is a difficult line for White.

(d) Strong and introduces much scope for Black.

(e) Very popular among present day experts.

(f) The author's choice, though 6–9 is, probably, more popular. The following shows a very strong attack against 6–9:—

6– 9	4– 8	12–16	5–14	11–16	14–18
17 13	24 19	19 12	10 7	20 11	Drawn
9–18	15–24	11–15	3–10	15–19	
23 14	28 19	31 27	12 8	24 15	
11–15	8–11	7–11	1– 6	10–19	
13 9	27 24	14 10	8 3	3 7	

(g) 1–6 loses by 20 16.

(h)

30 25	31–26	25 21	25–22	15 8	22–17
27–31	19 15	30–25	17 13	4–11	14 9
6 1	26–30	22 18	8–11	18 14	Drawn

(i) The following is neat:—

4– 8	11 18	26–31	23 19	27–24	6 2
7 11	17–26	13 9	31–27	19 16	Drawn
14–17	30 23	8–11	9 6	12–19	

Game No. 16—GLASGOW

Black, JORDAN			White, POMEROY		
11–15	27 11	15–19(a	17 10	1– 6(b	5 1
23 19	7–16	23 16	6–15	22 17	31–24
9–14	20 11	12–19	21 17	16–20	1 10
22 17	3– 8	32 27	5– 9	31 27	24–27
8–11	11 7	8–12	29 25	15–18	Drawn
25 22	2–11	27 24	8–11	17 14	
11–16	26 23	4– 8	25 21	18–22	
24 20	11–15	24 15	11–16	14 5	
16–23	30 26	10–19	17 13	22–31	

(a) In the 25th game of the 1913 match between these players, Mr. Jordan here played 8–11 and barely escaped disaster.

(b) 15–18 loses.

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Game No. 17—SWITCHER

Black, POMEROY			White, JORDAN		
11–15	6–10	15–19	3– 8	6– 9	13–17
21 17	22 17	23 16	28 24	17 13	27 24
9–13	13–22	12–19	8–12	10–17	18–22
25 21	26 17	24 15	24 20	13 6	24 15
8–11	4– 8(a	11–18	11–15	2– 9	22–31
17 14	29 25	30 25	32 28	21 14	15 11
10–17	1– 6(b	8–11	15–19	9–13	12–19
21 14	25 21	31 26	20 16	25 21	11 2
					Drawn

(a) Another good attacking line for Black, but of less scope than 15–18.

(b) At one time this move was considered very strong, but subsequent and revised analysis has demonstrated that White has no serious difficulties.

Game No. 18—BRISTOL-CROSS

Black, JORDAN			White, POMEROY		
11–16	15–24	12–16	3– 7	11–15	15–19
23 18	28 19	15 11	25 21	10 7	6 2
8–11(a	5– 9	6–10	7–10	16–19	19–24
18 14	25 22	26 22	11 7	7 3	11 16
9–18	9–13	14–17	2–11	19–28	24–28
22 8	29 25	21 14	21 17	27 23	16 19
4–11	10–14	10–26	10–14(c	28–32	20–24
26 23	22 18	31 22	17 10	3 7	Drawn
16–20	1– 5	7–10	13–17	32–27	
24 19	18 9	32 28	22 13	7 11	
11–15	5–14	10–15	15–18	27– 9	
30 26	19 15(b	28 24	23 14	13 6	

(a) This line is much less frequently played than 16–20.

(b) The position is extremely critical for Black. White has two very powerful lines of attack—19 15, which so nearly wins, while 26 22, 6–10, 22 18, 14–17, 21 14, 10–17, 25 21, 17–22, 19 15 is a line of great strength.

(c) Remarkably brilliant.

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Game 19—GLASGOW

Black, POMEROY			White, JORDAN		
11–15	27 11	4– 8	29 25	10–14	17 14
23 19	7–16	30 26	14–17	18 15	22–26
8–11	20 11	8–11	21 14	1– 5	19 15
22 17	3– 7	26 23	10–26	15 11	26–31
9–14	28 24	11–16(c	31 22	14–18	27 24
25 22	7–16	32 27	7–10	23 14	20–27
11–16(a	24 19(b	16–20(d	22 18	9–18	14 10
24 20	16–23	17 13(e	5– 9	21 17	Drawn
16–23	26 19	2– 7	25 21	18–22	

(a) When the author commenced the playing of checkers, in his boyhood days, the Glasgow opening, both this style of formation and the five move Glasgow, became his favorite, and though he has since much extended his scope and choice of play, yet he has ever had a distinct liking for this opening, and in his opinion there is no better opening known in checkers than the famous Glasgow.

Distinguished critics of the game have declared that the greatest two wins in world's championship matches have been from the Glasgow opening. The games referred to are the following:—

GLASGOW

Second game of the match between James Wyllie and C. F. Barker for the championship of the world, played at Boston, in 1882.

Black, Barker.			White, Wyllie		
11–15	7–16	11–16	16–32	28–24	6– 2
23 19	22 17	25 22	24 19	26 22	17 14
8–11	4– 8	8–11	11–16	24–15	2– 7
22 17	29 25	22 18	26 23	23 18	21 17
9–14	8–11	20–24	2–11	15–10	11–16(g
25 22	26 23	18 9	17 14	22 17	Barker
11–16	16–20	5–14	32–28	10– 6	won
17 13	24 19	32 27	31 26	18 14	
16–23	3– 8	14–18	6– 9	16–19	
27 11	30 26(f	23 7	14 5	14 9	

GLASGOW

Fiftieth and deciding game of the match between Alfred Jordan and M. E. Pomeroy for the championship of the world, played at Binghamton, N. Y., in 1913.

Black, POMEROY			White, JORDAN		
11–15	29 25	18–22	2 6	25–21	7 3
23 19	2– 7(h	25 18	14–17	14 10	24–20
9–14	26 23	10–15	6 10	26–22	16 11
22 17	19–26	19 10	17–22	24 19	14–10
8–11	30 23	6–22	10 14	21–17	11 8
25 22	7–11	13 6	22–26	10 7	20–16
11–16	23 19(i	1–10	14 17	22–18	8 4
24 20	4– 8	21 17	26–31	7 16	16–12
16–23	32 28	22–26	17 14	18–23	4 8
27 11	5– 9	17 13	31–26	19 15	10–15
7–16	17 13	26–31	14 10	12–19	8 4
20 11	14–18	13 9	26–22	20 16	15–11
3– 7	22 15	31–26	10 14(k	17–14	Pomeroy
28 24	11–18	9 6	22–25	15 11	won
7–16	31 27	26–23	14 17	23–27(l	
24 20	8–11(j	6 2	23–26	11 7	
16–19	27 24	10–14	17 14	27–24	

(b) 24 20 is much more popular.

(c) A little stronger than the usual 11–15.

(d)

5– 9	9–13	13–22	6–13	Drawn
22 18	18 9	27 24	24 20	

(e) A masterly play by Mr. Jordan—the key to avoid difficulties.

(f) Mr. Wyllie subsequently gave the draw:—

25 22	19 16	32 28	23 19	22 15	17 14
11–15	12–19	11–15	28–32	10–19	Drawn
30 26	23 16	28 19	19 16	11 7	
15–24	8–11	15–24	32–28	19–23	
28 19	16 7	26 23	16 11	7 2	
20–24	2–11	24–28	14–18	5– 9	

(g) The score of this match was:—Wyllie 1, Barker 1, drawn 48. Mr. Wyllie being the holder of the world's title at the commencement of the match, and not being defeated, it was held that he was still the world's champion.

(h) The innovation.

(i) The most natural move on the board, but it loses, and forms a remarkable position. Had the man on 4 instead of the man on 2 been brought to 11, then this line for White would have been quite sound for a draw. 31 27 secures a draw:—

31 27	10–26	2 7	26–23	19 15	12–16
6– 9	6 2	5– 9	32 27	24–19	25 22
17 13	4– 8	7 3	23–32	15 10	18–25
11–15	27 23	9–13	16 11	19–23	11 15
13 6	26–30	3 7	32–27	7 11	13–17
15–18	23 19	8–11	11 7	23–18	20 11
22 15	30–26	7 16	27–24	10 7	17–22
					Drawn

(j) Only move to win.

(k) This position was artistically diagrammed on the elaborate World's Checker Championship Cup, presented to M. E. Pomeroy by members of the Binghamton Checker Club and friends, at a banquet following the match.

(l) Only move to win.

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Game No. 20—LAIRD AND LADY

Black, JORDAN			White, POMEROY		
11–15	3– 8(b	13–17	6– 9	7–11	19–23
23 19	19 15	25 21(c	21 14	15 10	1 6
8–11	6–10	11–15	9–27	11–16	24–20
22 17	15 6	28 24	24 19	20 11	6 10
9–13	1–17	15–18	27–32	8–15	23–27
17 14	25 22	27 23	19 15	10 7	31 24
10–17	18–25	18–27	32–28	15–19	20–27
21 14	30 14	32 23	5 1	23 16	Drawn
15–18	2– 6	5– 9	28–24	12–19	
24 20(a	29 25	14 5	26 23	7 3	

(a) This was C. F. Barker's favorite line. It is equally as good as 19 15 or 26 23.

(b) The most popular move at this stage. If 4–8, White obtains a good game by 27 23:—

4– 8	19 10	1– 6	25 21	2– 6	31 22
27 23	6–15	29 25	10–17	24 19	7–10
18–27	23 18	8–11	21 14	17–22	15 8
32 23	15–22	28 24	13–17	19 15	10–26
11–15	25 18	6–10	26 23	22–26	20 16
					Drawn

(c)

26 22	31 22	22 18	14 7	Black
17–26	6– 9	7–10	11–16	wins

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Game No. 21—FIFE

Black, POMEROY			White, JORDAN		
11–15	28 19	15–24	18 15(d	3–19	8 3
23 19	13–22	28 19	7–11	26 22	14–23
9–14	25 9	4– 8	23 18	17–26	3 7
22 17	6–13	22 18	1– 5	30 16	11–15
5– 9	29 25	13–17(b	27 23	6–10	7 10
26 23	8–11	21 14	5– 9	16 12	15–19
9–13	25 22	10–17	19 16	8–11	10 15
24 20	11–15	31 26	12–19	12 8	Drawn
15–24	32 28(a	2– 6(c	23 7	10–14	

(a) The modern favorite. 27 24 was formerly usually played.

(b) One of the author's favorite lines.

(c) One of the author's favorite lines.

(d) 19 15 also draws, but beware of 18 14, which loses by 8–11, 23 18, 6–10, 27 23, 12–16.

Game No. 22—BRISTOL-CROSS

Black, JORDAN			White, POMEROY		
11–16	11–15	6– 9	20–24	7–14	30–26
23 18	30 26	22 18	27 20	31 26	21 17
8–11	15–24	9–14	7–10	14–18	26–23
18 14	28 19	18 9	20 16	16 11	11 7
9–18	5– 9	5–14	2– 7	18–23	3–10
22 8	25 22	19 15	22 17	26 22	14 7
4–11	9–13	10–19	13–22	23–26	Drawn
26 23	29 25	23 16	26 17	22 17	
16–20	1– 5(a	12–19	10–15	26–30	
24 19	32 28(b	25 22	17 10	17 14	

(a) A fine move—a great improvement over 10–14.

(b) Leading to an unusual combination, giving White an even game.

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Game No. 23—DYKE

Black, POMEROY			White, JORDAN		
11–15	27 23(b	8–11	31 24	10–26	22 15
22 17	11–16(c	22 18	11–16	17 3	6– 9
15–19(a	17 13	5– 9	24 19	8–12	13 6
24 15	9–14	26 22	16–20	27 23	1–19
10–19	22 17	19–26	32 27	12–19	Drawn
23 16	7–10	30 23	3– 8	23 16	
12–19	29 25	16–20(d	18 15	9–14	
25 22	4– 8	28 24(e	2– 7(f	3 7	
8–11	25 22	20–27	19 16	14–18	

(a) A very interesting opening.

(b) This has recently become very popular. 30 25 was formerly the customary play.

(c) Seldom played, though it is the equal 4–8 or 6–10.

(d)

16–19	11–16	16–19	26–30	21–14	10– 6
23 7	28 24	27 23	22 17	9 2	Drawn
2–11	3– 8	19–26	30–25	14–10	
31 27	24 20	17 14	18 14	13 9	
14–23	8–11	10–17	25–21	11–15	
27 18	32 27	21 5	14 9	20 16	

(e)

31 27	28 24	24 19	19 12	Black
11–16	2– 7	7–11	11–16	wins

(f)

8–12	15 11	14–18	Drawn

——o——

Game No. 24—BRISTOL

Black, JORDAN			White, POMEROY		
11–16(a	16 12(g	10–19	30 7	18–25	14 10
24 20(b	14–18(h	24 15	3–10	29 22	4– 8
16–19	21 17(i	14–17	12 3	19–23	10 7
23 16	9–14(j	27 24	11–16	11 27	18–15
12–19	17 13	17–26	24 20	32–23	7 3
22 18	5– 9(k	15 10	16–19	28 24	8–12
10–14(c	27 24	6–15	3 7	23–26	3 8
18 15	7–11(l	13 6	10–14	22 18	15–18
7–10(d	26 22	1–10	25 22	26–23	24 19
20 16(e	19–23(m	32 27	14–18	18 14	Pomeroy
2– 7(f	31 27	23–32	7 11	23–18	won

(a) Second only to 11–15 in strength and popularity, and productive of some of the most wonderful developments of the game.

(b) This formation is one of the oldest, and though not as popular as formerly, yet it is one of the best, and highly interesting.

(c) More modern than 9–14 and equally good.

(d) 14–18 is quite sound and develops pretty play.

(e) Decidedly best.

(f) This move, though published by various authorities as being aggressive and commendable, yet it is very weak and should be avoided. 14–18 is the correct play.

(g) Much superior to 25 22.

(h) The line recommended by several authorities on the game, but it is a loss. 7–11 is published as a minor draw, but it should be played at this stage, though 27 23 in reply gives White a very strong attack.

(i) This wins, and corrects Scottish Draughts Quarterly, Draughts World and others, where 25 22 is given with a drawn result.

(j)

9–13	8–15	13–22	10–17	White	
15 11	27 23	23 14	25 2	wins	

(k)

14–17	27 24	18–22	13 6	14–18	27 23
25 21	5– 9	15 10	1–10	21 14	White
10–14	32 27	6–15	30 25	10–17	wins

(l)

18–23	26 22	14–17 (n	22 18	7–11	18 14
					White
					wins

(m)

1– 5	19–23	11–16	18–25	16–23	10–19
31 26	26 19	25 21	29 22	22 17	17 1
					White
					wins

(n)

1– 5	10–19	7–14	17–21	25–30	3–19
31 27	24 15	22 18	25 22	18 15	32 27
23–26	14–17	14–23	21–25	8–11	30–26
30 16	15 10	27 18	22 17	16 7	27 23
					White
					wins

Game No. 25—SWITCHER

Black, Pomeroy			White, Jordan		
11–15	21 14	2– 6(a	31 26	9–13	20 2
21 17	6–10	24 19(b	18–27	24 20	13–31
9–13	22 17	15–24	32 23	10–15	30 21
25 21	13–22	28 19	8–11	19 10	31–26
8–11	26 17	11–15	25 22	12–16	2 6
17 14	4– 8	27 24	6– 9	18 15(c	Drawn
10–17	29 25	15–18	23 18	11–25	

(a) A very strong line for Black, and it confines White in a marked degree.

(b) Safest and usual reply.

(c)

26 23	14 5	18 14	30 21	Black
5– 9	7–21	21–25	16–19	wins

——o——

Game No. 26—DOUBLE CORNER

Black, Jordan			White, Pomeroy		
9–14(a	27 24	9–14	31 27	23–26	22 17
22 18(b	10–19	29 25	12–16	25 22	14–18
5– 9	24 15	8–12	30 26	6– 9	17 14
25 22	16–19	26 22(f	16–20	13 6	26–31
11–16	23 16	4– 8	26 22	1–19	21 17
18 15(c	12–19	22 17	8–12(g	27 24	31–26
10–19	22 17	2– 7	15 11	20–27	11 7
24 15	14–18	17 10	19–23	32 16	3–10
7–10(d	17 13(e	7–14	22 15	12–19	14 7
					Drawn

(a) This opening is quite popular.

(b) 22 17 is equally good and is favored by some experts.

(c) The favorite line of Richard Jordan, who was champion of the world at the time of his death in 1911. It is a complicated and commendable line.

(d) Best.
(e) Preferable to 17 14.
(f) The best move at this stage.
(g)

3– 7	13 9	6–13	27 24	White wins

——o——

Game No. 27—DEFIANCE

Black, POMEROY			White, JORDAN		
11–15	6– 9(b	1– 5	7–10	11–15	32–28
23 19	25 22	18 9	25 21	5 1	6 2
9–14	9–13	5–14	3– 7(d	15–18	10–15
27 23(a	24 20	26 22	27 24	1 6	19 10
8–11	11–15	14–17	13–17	2– 9	28–19
22 18	32 27	21 14	22 13	21 17	2 7
15–22	15–24	10–26	10–14	18–27	Drawn
25 9	28 19	31 22	13 9	17 13	
5–14	4– 8	8–11	7–10	27–32	
29 25	22 18	30 25(c	9 5	13 6	

(a) The characteristic move forming the Defiance opening. It was so named because it "defies" or prevents the Fife. It was introduced by Andrew Anderson against James Wyllie in their 1847 match. The opening is slightly weak, but it is well analyzed and frequently played in important matches.
(b) 11–15 is of equal strength.
(c)

27 24	22 18(e	19 15	23 19	7 3	3 7
7–10	14–17	3– 8	26–31	26–23	13–17
30 25	25 21	15 10	10 7	18 14(f	7 10
10–14	17–22	22–26	31–26	23–16	Drawn

(d) This position is the same as a well known position coming from the Old Fourteenth and Cross, thus:—

OLD FOURTEENTH

11–15	9–13	5–14	11–27	8–11	7–11
23 19	27 23	26 23	32 23	25 22	31 27
8–11	6– 9	1– 6	13–22	11–15	3– 7
22 17	23 18	30 25	25 9	24 20	
4– 8	9–14	15–18	6–13	15–24	
25 22	18 9	22 15	29 25	28 19	

Same as Defiance at 33rd move.

CROSS

11–15	27 23	9–14	22 17	9–13
23 18	4– 8	18 9	6– 9	
8–11	23 19	5–14	25 22	

Same as Old Fourteenth at 13th move.

(e) In the 4th game of the match between Robert Martins and R. D. Yates for the championship of the world, played at New York, in 1877, the former here varied and the game concluded thus:—

25 21	6–10	2 7	26–23	10 6	3– 7
13–17	13 9	10–14	15 10	32–28	2 6
22 13	21–25	7 16	27–32	24 19	7–16
2– 6	9 6	14–23	11 8	14–18	20 11
21 17	25–30	16 11	23–18	6 2(h	18–14
14–21	6 2	23–27	8 11	28–24	Yates
23 18	30–26	19 15	18–14(g	19 15	won
(f)					
19 15	15 10	3 10	10 3	Black	
23–14	14– 7	2– 7	11–15	wins	
(g)					
32–28	10 7	3–10	Drawn		

(h) Here the draw was pointed out:—

6 1	19 15	11 8	15 11	8 4
28–24	18–14	24–19	14– 9	Drawn

Game No. 28—OLD FOURTEENTH

Black, JORDAN			White, POMEROY		
11–15	23 18	11–27	31 26(c	3– 7	22 18
23 19	9–14	32 23	11–16	19 15	30–26(d
8–11	18 9	13–22	24 20	16–19	10 15
22 17	5–14	25 9	7–11	15 8	26–31
4– 8(a	26 23	6–13	22 18	19–26	15 10
25 22	1– 6(b	29 25	6– 9	8 3	31–26
9–13	30 25	8–11	26 22	14–23	10 15
27 23	15–18	25 22	10–14	3 10	26–31
6– 9	22 15	2– 6	28 24	26–30	Drawn

(a) One of the oldest openings.

(b) 1–5 is a very old loss:—

1– 5	30 25	5– 9	32 27	2– 6	22 18 White wins

(c)

24 20	23 18	26 23	21 17	19 15	8 3
6– 9	15–24	12–16	14–21	21–25	10–14
31 26	28 19	19 12	23 19	15 8	Drawn
11–15	7–11	10–14	3– 7	7–10	

(d) In a game played between G. W. Hanson, of Philadelphia, and the author, the former here played 30–25 and lost, thus:—

30–25	25–22	22–26	23–27	26–23	Pomeroy
10 15	21 17	17 14	14 5	24 19	won

Game No. 29—GLASGOW

Black, Pomeroy			White, Jordan		
11–15	20 11	9–14	25 22	19–24	23 19
23 19	3– 7	18 9	9–14	27 23	14–18
8–11	28 24	6–22	22 17	24–27	17 14
22 17	7–16	26 17	2– 7	23 19	10–17
11–16	24 20	5– 9	30 26	15–24	21 14
24 20	16–19	29 25	11–15	32 23	24–27
16–23	25 22	8–11	31 27	11–15	19 15
27 11	4– 8	17 13	7–11	22 18	27–31
7–16	22 18(a	1– 6	26 22(b	15–22	14 10
					Drawn

(a) Departing from published play, introducing very interesting and critical play.

(b) A pretty specimen of Mr. Jordan's ingenuity.

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Game No. 30—KELSO

Black, Jordan			White, Pomeroy		
10–15	11–16	3– 7	10–14	20–24	26–30
21 17	26 22	17 13	23 19	6 10	22 25
11–16	7–10	1– 6	14–23	14–17	30–26
17 13	24 19	28 24	19 1	10 14	25 30
16–20	8–11	16–19	9–14	17–21	26–23
22 18	30 26	23 16	22 18	14 18	19 15
15–22	10–15(b	12–28	11–16	24–27	31–27
25 18	19 10	26 23	18 9	18 22	15 10
8–11	6–15	7–10	5–14	27–31	23–26
29 25	13 6	27 24	1 6	13 9	Drawn
4– 8(a	2– 9	20–27	16–20	23–26	
25 21	21 17(c	31 24	24 19	9 6	

(a) A good line and very modern, though seldom played.

(b)

10–14	13 6	10–28	18 11	9–18	27 24
28 24	2– 9	22 17	14–18	11 7	Drawn
6–10	19 15	11–15	23 14	3–10	

(c) A neat line.

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Game No. 31—LAIRD AND LADY

Black, POMEROY			White, JORDAN		
11–15	15–18	18–25	13–17(b	7–11	11–16
23 19	24 20	30 14	25 21	31 27	21 14
8–11	3– 8	11–15	12–16	4– 8	16–30
22 17	19 15	29 25	20 11	27 23(c	5 1
9–13	6–10	15–18	8–15	8–12	30–26
17 14	15 6	27 23(a	23 19	23 18	1 6
10–17	1–17	18–27	15–24	5– 9	2– 9
21 14	25 22	32 23	28 19	14 5	14 5
					Drawn

(a) In a game played between Thomas Ryan, of Philadelphia, and the author, the former here played 26 22 and lost, thus:—

26 22	27 18	22 13	20 11	Pomeroy
18–23	13–17	12–16	8–29	won

(b) Best.

(c)

27 24	26 23(d	14 10	21 14	19 15
8–12	2– 6	6–15	15–18	Drawn

(d)

24 20	2– 6	26 23	5– 9	14 5	6– 9
					Black wins

Game No. 32—BRISTOL

Black, JORDAN			White, POMEROY		
11–16	29 25	14–23	14 7	18–23(c	31 24
24 20	8–11	27 18	3–10	16 12	20–27
16–19	17 13	10–15	13 9	8–11	23 18
23 16	4– 8	18 14(b	10–14	12 8	27–32
12–19	25 22	15–18	9 6	11–16	10 15
22 18	2– 6	14 9	1–10	8 3	32–27
9–14	22 17	6–10	5 1	16–20	15 19
18 9	19–24(a	17 14	14–17	3 7	22–25
5–14	28 19	10–17	1 6	23–27	19 23
25 22	15–24	21 14	17–21	32 23	27–31
10–15	26 23	18–22	6 15	28–32	Drawn
22 17	24–28	9 5	11–18	7 10	
6–10	23 18	7–10	20 16	32–27	
(a)					
8–12	11–27	12–16	19–26	3–10	11–15
27 24(d	32 14	26 22	30 23	23 19	17 14
14–18	1– 5	16–20	7–11	15–24	10–26
20 16(e	31 27	27 23	14 7	28 19	19 1
					Drawn

(b) 13 9 draws neatly.

(c)

8–12	11 7	18–23(f	7 11	23–27	
16 11	25–29	3 7	16–20	Drawn	
22–25	7 3	12–16	11 15		
(d)					
27 23	8–12	27 20	22–26	3 7	24–15
3– 8	32 27	7–11	16 11	27–20	14 9
23 16	15–18	31 27	26–31	7 23	6–10
12–19	20 16	18–22	11 7	15–24	9 6
26 23	11–20	27 24	14–18	28 19	Drawn
19–26	23 19	11–15	7 3	20–24	
30 23	20–24	20 16	31–27	17 14	

(e)

17 14	3– 8	23 19	22–26	15 10	11–15
10–17	26 23	15–18	31 22	5– 9	12 16
21 14	19–26	19 16	18–25	10 3	25–30
1– 5	30 23	12–19	13 9	9–18	27 24
32 27	18–22	24 15	6–13	3 12	Drawn

(f)

29–25	26 22	12–16	32 27	32–23	16 23
31 26	18–25	7 11	28–32(h	30 26	White
25–29(g	3 7	16–19	11 16	23–30	wins

(g)

18–22	18–15	15–19	24–27	18–22	13– 9
26 17	13 9	7 11	16 20	10 15	19 15
25–22	12–16	20–24	27–31	22–17	9–13
17 13	9 6	1 6	20 24	15 18	18 22
22–18	16–20	19–23	23–18	17–13	13– 9
3 7	6 1	11 16	6 10	24 19	15 10
					White wins

(h) 19–23 makes more moves, but the White win would be more in length than in difficulty.

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Game No. 33—SECOND DOUBLE CORNER

Black, POMEROY			White, JORDAN		
11–15	22 17	1– 5	21 14	11–16	11 7
24 19	4– 8	18 9	10–17	18 14	2–11
15–24	17 13	5–14	26 22	16–19	9 2
28 19	8–11	30 26	17–26	23 16	15–18
8–11	26 22	11–15	31 22	12–19	2 7
22 18	9–14	32 28	7–11	14 9	19–24
11–16	18 9	15–24	22 18	7–10	7 16
25 22	5–14	28 19	3– 7	15 11	24–31
16–20	22 18	14–17	19 15(a	10–15	29 25
					Drawn

(a) 29 25, 6–10, 25 22, 11–15 leads to a critical draw for White.

Game No. 34—FIFE

Black, JORDAN			White, POMEROY		
11–15	28 19	10–17	27 20	6–10	20 2
23 19	13–22	21 14	1– 5(c	27 24	22–26
9–14	25 9	13–17	32 27	10–15	30 23
22 17	6–13	25 21(b	4– 8	17 13	18–27
5– 9	29 25	17–22	27 23	12–16	Drawn
26 23	8–11	21 17	8–11	24 19	
9–13	23 18	11–16	23 18	15–24	
24 20	3– 8(a	20 11	2– 6(d	18 15	
15–24	18 14	8–24	31 27	11–18	

(a) Best and most popular reply to 23 18.

(b) Preferable to the older 27 23:—

27 23	8–24	31 24	1– 6	14 9	14–23
11–16	32 28	4– 8(e	23 18	10–14	25 21
20 11	24–27	24 19	6–10	9 6	Drawn

(c) A splendid original move. 4–8 is standard.

(d)

12–16	27 23	22–26	14 9	11–15
31 27	19–26	17 13	5–14	9 6
16–19	30 23	26–31	18 9	Drawn

(e) Stronger than 12–16, given by Lees' Guide.

Game No. 35—SWITCHER

Black, Pomeroy			White, Jordan		
11–15	13–22	16–19	6–10	11–15	23–27
21 17	26 17	23 16	27 23	19 16	8 4
9–13	4– 8	12–19	1– 6	15–18	27–31
25 21	29 25	17 13	16 12	22 15	4 8
8–11	2– 6	10–17	17–21	10–19	31–27
17 14	31 26(a	27 23	23 18	16 11	8 11
10–17	12–16(b	5– 9	14–23	7–16	27–23
21 14	24 20	23 16	26 19	20 11	11 16
6–10	8–12	9–14	15–24	19–23	Drawn
22 17	25 22	32 27	28 19	11 8	

(a) Less frequently played than 24 19.
(b) The strongest attack.

——o——

Game No. 36—WILL-O'-THE-WISP

Black, Jordan			White, Pomeroy		
11–15	19 15	16–19	28 19	2– 6	11 2
23 19	10–19	21 17	8–12	31 26	16–19
9–13	24 15	9–14	15 8	3– 7	2 9
22 18	12–16	17 10	6–29	19 15	1– 5
15–22	29 25	13–17	27 23	11–16	30 21
25 18	5– 9(b	22 13	4–11	15 11	5–30(c
7–11(a	26 22	19–24	23 18	29–25	Drawn

(a) A popular line wth present day experts.
(b) 6–9 is fully as good.
(c) A double "shot" game.

Game No. 37—GLASGOW

Black, Pomeroy			White, Jordan		
11–15	3– 7	19–26	10–19	26–31	19–15
23 19	28 24	30 23	16 11	22 18	11 7
8–11	7–16	11–15	9–14	31–26	15–11
22 17	24 20	25 22	17 10	18 15	6 2
9–14	16–19	15–19(a	6–15	19–23	24–27
25 22	29 25	23 16	21 17(b	15 10	7 3
11–16	5– 9	12–19	15–18	23–27	27–32
24 20	17 13	31 26	17 14	32 23	3 7
16–23	4– 8	19–24	18–23	26–19	11–16
27 11	22 17	20 16	26 22	9 6	10 6
7–16	8–11	14–18	23–26	2– 9	1–10
20 11	26 23	22 15	14 9	13 6	7 14
					Drawn

(a) Stronger than the old standard 2–7.

(b) Best and avoid an otherwise critical end-game for White.

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Game No. 38—CENTRE

Black, Jordan			White, Pomeroy		
11–15	24 8	16–20	28 19	2– 6	16 7
23 19	4–11	30 26	10–17	19 15	3–17
8–11	17 14	9–13	21 14(b	6– 9	26 22
22 17	11–15	32 28	13–17	13 6	17–26
15–18(a	28 24	6–10	25 22	1–19	31 22
19 15	12–16	24 19	18–25	23 16	5– 9(c
10–19	26 23	15–24	29 13	7–11	Drawn

(a) This opening is not very frequently played. It is generally considered slightly weak for Black. However, it is productive of some beautiful combinations.

(b) 23 14 is usually played.

(c) Played the same as the first game ever played between Richard Jordan and Alfred Jordan, the former having the first side.

Game No. 39—SECOND DOUBLE CORNER

Black, POMEROY			White, JORDAN		
11–15	8–11	14–23(c	24–27	26–22	6–10
24 19	26 22	27 18	32 23	7 3	15 6
15–24	10–14(a	12–19	11–15	22–25	14–10
28 19	19 15(b	17 14	18 11	3 7	6 1
8–11	12–16	10–17	9–27	5– 9	10–15
22 18	15 8	21 14	31 24	7 2(e	13 6
11–16	3–12	2– 7	20–27	25–21	15–11
25 22	22 17	25 22	26 23	19 15(f	Pomeroy
16–20	7–10	19–24	27–31	21–14	won
22 17	29 25	30 26(d	11 7	2 7	
4– 8	16–19	7–11	31–26	1– 5	
17 13	23 16	22 17	23 19	7 2	

(a) A commendable line, but seldom played.

(b) Better than 31 26.

(c)

12–19	30 23	10–26	31 22	6– 9	Drawn
27 23(g	2– 7	17 3	14–17	13 6	
19–26	18 15	9–14	21 14	1–26	

(d) The losing move. 22 17, 7–11, 30 25 draws.

(e)

19 15	21–14	7 2	17–22	3 8	15–11
25–21	11 8	6–10	8 3	18–15	Black
15 11	14–17	13 6	22–18	8 3	wins

(f)

17 14	17–14	11 7	26–23	11 7	14–17
9–18	9 5	26–30	13 9	22–25	7 10
2 9	18–23	7 3	23–26	7 11	17–14
21–17	15 11	30–26	7 11	25–21	Black
19 15	23–26	3 7	26–22	11 7	wins

(g)

18 15	27 18	17 10	13 6	Black
19–23	10–19	6–29	1–10	wins

Game No. 40—DOUBLE CORNER

Black, JORDAN			White, POMEROY		
9–14	2– 7	7–11(a-b	19–23	6–15	23–16
22 18	31 27	24 20	26 19	13 6	17 26
5– 9	16–19	11–18	16–23	15–18	20–24
25 22	23 16	20 16	21 17	17 14	32 28
11–16	12–19	8–12	14–21	18–22	24–27
18 15	22 17	16 11	7 14	6 2	26 23
10–19	7–10	12–16	12–16	30–26	27–32
24 15	17 13	11 7	14 17	28 24	2 6
7–10	3– 7	4– 8	23–26	16–20	16–11
27 24	29 25	7 3	30 14	24 19	6 10
10–19	1– 5	8–12	21–30	26–23	5– 9
24 15	27 24	3 7	14 10	14 17	Drawn

(a) Correct move, though the Richard Jordan—Robert Stewart match games book notes that it leads to a wrecked game for Black.

(b)

14–17	32 27	7–11	26 22	14–23	24 15
21 14	10–14	30 25	18–23	22 17	White
9–18	25 21	5– 9	27 18	11–18	wins

——o——

Game No. 41—AYRSHIRE LASSIE

Black, POMEROY			White, JORDAN		
11–15	11–18	18–25	12–19	10–15	3–10
24 20(a	26 22(c	29 22	23 16	19 10	27 24
8–11	7–11	11–15	9–14	6–15	15–19
28 24	22 15	27 23	26 23	16 11	24 6
4– 8(b	11–18	9–13	2– 6	5– 9	14–17
23 19	30 26	32 28	24 19	31 27	21 14
15–18	8–11	6– 9	15–24	1– 5	9–25
22 15	25 22	19 16	28 19	11 7	Drawn

(a) An interesting opening, leading to much complex play.

(b) 9–13 is equally good:—

9–13	24 19	4– 8	31 22	5–14	18 15
32 28	15–24	30 26	7–11	25 22	22–26
6– 9	28 19	3– 7	23 18	11–25	27 24
23 18	1– 6	26 22	13–17	29 22	2– 7
10–14	18 15	14–17	22 13	14–17	20 16
26 23	11–18	21 14	9–14	22 18	26–31
7–10	22 15	10–26	18 9	17–22	15 10
					Drawn

(c) 32 28 leads to greater complications.

——o——

Game No. 42— DUNDEE

Black, JORDAN			White, POMEROY		
12–16(a	16–19	7–16	10–26	1– 6	14–21
24 20	24 15	23 19	31 22	22 18	24 20
8–12	11–25	16–23	7–11	5– 9	21–25
28 24	29 22	26 19	22 17	32 27	20 4
9–14	8–11	2– 7	11–16(c	4– 8	12–16
22 17(b	17 13	27 23	30 26	18 15	19 12
3– 8	11–16	14–17	6–10	9–14	10–26
25 22	20 11	21 14	26 22	27 24	Drawn

(a) Not a strong opening.

(b) 22 18, 3–8, 18 9, 5–14, 23 19 is equally popular and possesses equal strength.

(c)

4– 8	16–23	8–11	11–16	19–24	5– 9
23 18	14 9	13 9	2 7	11 15	6 2
11–16	5–14	1– 5	16–19	24–27	9–13(d
17 14	18 2	9 6	7 11	15 10	Drawn

(d) "Petterson's Drawbridge." See Game No. 13. Colors reversed.

Game No. 43—GLASGOW

Black, POMEROY			White, JORDAN		
11–15	27 11	4– 8	25 22	8–15	15 11
23 19	7–16	22 18	5– 9	31 27	22–26
8–11	20 11	14–23	20 16	15–18	30 23
22 17	3– 7	17 14	1– 5	22 15	19–26
9–14	28 24	10–17	10 6	17–22	11 8
25 22	7–16	21 14	9–13	26 17	16–19
11–16	24 20	6– 9	6 1	13–22	8 3
24 20	16–19	14 10	14–17	27 18	Drawn
16–23	29 25	9–14	16 11(a	12–16	

(a) Only move to draw:—

22 18	26 17	18 15	31 22	Black
17–22	13–22	22–26	23–27	wins

——o——

Game No. 44—GLASGOW

Black, JORDAN			White, POMEROY		
11–15	20 11	8–12	31 27	30–26	27 18
23 19	3– 8	17 13(b	16–20(d	11 7	14–23
9–14	11 7	5– 9(c	23–16	26–19	9 6
22 17	2–11	22 17	14–18	7 2	23–26
8–11	26 23	4– 8	26 23(e	6–10	10 7
25 22	11–15	27 23	18–25	2 7	1–10
11–16	30 26(a	12–16	17 14	10–14	7 14
24 20	15–19	29 25	10–17	13 9	Drawn
16–23	23 16	8–11	21 5	15–18	
27 11	12–19	25 22	25–30(f	7 10	
7–16	32 27	11–15	16 11	18–23	

(a) The liking for this move grows with acquaintance. It had received but little attention until the author played it against Mr. Jordan in their 1913 match.

(b) An original move which introduces a very strong attack.

(c) 4–8 leads to exceedingly critical play for Black:—

4– 8	29 25	14–17	7 10	10–14	15 18
13 9	6– 9	21 14	5– 9(j	18 15	13–17
6–13	31 27(h-i	9–27	10 15	14–18	11 7
27 24	11–15	10 7	23–18	15 11	17–21
19–23(g	27 23	27–31	15 19	9–14	Drawn
26 19	15–24	7 2	18–14	19 15	
8–11	28 19	31–27	25 21	14–17	
24 20	10–15	2 7	14–10	21 14	
1– 6	19 10	27–23	22 18	18– 9	

(d) 1–5 is natural, but it permits a fine win for White:—

1– 5	23 19	27–23	2 7	19–15	8 3
27 24	15–24	11 7	15–18	3 8	26–31
16–20	28 19	23–16	11 8	15–19	3 7
23 16	14–18	15 11	19–16(l	8 4	31–27
20–27	22 15	16–19	8 3	18–22	7 10
26 23	31–27	7 2	16–19	4 8	6–15
27–31(k	16 11	10–15	7 11	22–26	11 18
					White wins

(e)

17 14	16 11	11 7	2 6	23 19	
10–17	25–30	25–18	18–22	15–24	
21 5	26 22	7 2	27 23	28 19	
18–25	30–25	6–10(m	22–26	Drawn	

(f) 15–19 loses.

(g)

12–16	8–12(n	19–24	16–20	24–27	14–18
24 6	24 20	16 11	22 17	31 24	3 7
1–10	16–19	12–16	13–22	20–27	10–15
28 24	20 16	11 8	26 17	8 3	Drawn

(h)

28 24	14–18	22 6	24–28	7 11
11–15	24 20	12–19	2 7	32–28
20 16	15–24	6 2	28–32	Drawn

(i)

20 16	20–27	19 12	14–17	8 3	
11–20	31 24	10–15	21 14	5– 9	
28 24	12–16	12 8	9–18	Drawn	

(j)

23–19	19–15	12–16	15– 8	8–11	11– 7
10 14	25 21	20 11	14 18	21 17	17 14
					White wins

(k)

15–19	18 15	9–14	6 10	18–22	18 22
22 18	10–19	1 6	19–23	15 18	White
19–26	17 1	14–18	10 15	22–25	wins

(l)

18–22	7 11	22–26	11 15	30–26	11 7
8 3	23–18	8 12	26–30	16 11	25–22
19–23	3 8	18–22	12 16	22–25	7 10
					White wins

(m)

15–19	19–23	18– 9	9– 6	White
2 9	9 14	27 18	18 14	wins

(n) 16–20 loses.

——o——

Game No. 45—SINGLE CORNER

Black, Pomeroy			White, Jordan		
11–15	10–17	8–11	11–16(b	2– 6	10–15
22 18	21 14	24 19	21 17	28 24	9 6
15–22	16–20(a	1– 6	6– 9(c	20–27	15–19
25 18	29 25	27 23	17 13	32 23	23 16
12–16	6– 9	4– 8	9–18	6–10	12–19
18 14	26 23	31 27	23 14	14 9	Drawn
9–18	9–18	8–12	16–23	5–14	
23 14	23 14	25 21	27 18	18 9	

(a)

6–10	8–11	11–16	16–20	6– 9	3– 8
29 25	17 14	30 26	26 23	14 10(d	10 7
10–17	4– 8	1– 6	7–11	9–14	2–11
25 21	24 19	32 27	24 19	18 9	22 18
17–22	16–23	8–12	11–16	5–14	11–15
26 17	27 18	28 24	31 26	26 22	Drawn

(b) 20–24 draws neatly.
(c) New.
(d)

26 22	21 17	18 15	15 10	Black
2– 7	9–13	3– 8	5– 9	wins

——o——

Game No. 46—FIFE

Black, JORDAN			White, POMEROY		
11–15	25 9	2– 6	13 6	12–19	26 22
23 19	6–13	24 20	15–18	24 8	30–26
9–14	29 25	15–24	23 14	3–12	22 18
22 17	8–11(b	28 19	10–17	28 24	26–23
5– 9	25 22	11–15	21 14	22–25	19 15
26 23	4– 8	27 24	1–17	24 19	23–14
9–13	22 17	6– 9	32 28	7–11	15 8
30 26(a	13–22	17 13	17–22	31 26	Drawn
13–22	26 17	8–11	19 16	25–30	

(a) This was C. F. Barker's favorite defence.
(b)

13–17	24 19	15–24	27 23	3– 7	12 8
21 14	1– 6	28 19	6– 9	16 12	25–30
10–17	28 24	4– 8	23 19	8–11	19 16
19 10	6–10	19 16	9–13	21 17	30–26
7–14	24 20	12–19	26 22	14–21	8 3
25 21	11–15	23 16	17–26	22 18	26–23
8–11	32 28	2– 6	31 22	21–25	18 14
					Drawn

Game No. 47—GLASGOW

Black, POMEROY			White, JORDAN		
11–15	27 11	4– 8	25 22	8–15	15 11
23 19	7–16	22 18	5– 9	31 27	22–26
8–11	20 11	14–23	20 16	15–18	30 23
22 17	3– 7	17 14	1– 5	22 15	19–26(a
9–14	28 24	10–17	10 6	17–22	Drawn
25 22	7–16	21 14	9–13	26 17	
11–16	24 20	6– 9	6 1	13–22	
24 20	16–19	14 10	14–17	27 18	
16–23	29 25	9–14	16 11	12–16	

(a) A repeat of the 43rd game and the only repeat of the match.

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Game No. 48—FIFE

Black, JORDAN			White, POMEROY		
11–15	25 9	2– 6	31 26	14–21	18 14
23 19	6–13	24 20	9–14	23 7	10–17
9–14	29 25	15–24	26 22	3–10	16 11
22 17	8–11	28 19	7–11	20 16	8–15
5– 9	25 22	11–15	32 27(a-b	21–25	19 1
26 23	4– 8	27 24	15–18	27 23	Drawn
9–13	22 17	6– 9	22 15	25–30	
30 26	13–22	17 13	11–18	23 18	
13–22	26 17	1– 6	21 17	30–26	

(a) Lees' Guide stars 23 18, but the author considers this move slightly better.

(b)

21 17	3–10	23 18	21–14	7 16	6– 9
14–21	32 27	30–25	7 2	14–10	Black
22 17	21–25	18 14	14– 9	16 11	wins
15–18	27 23	25–21	2 7	8–15	
23 7	25–30	14 7	9–14	20 16	

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